

President's Page

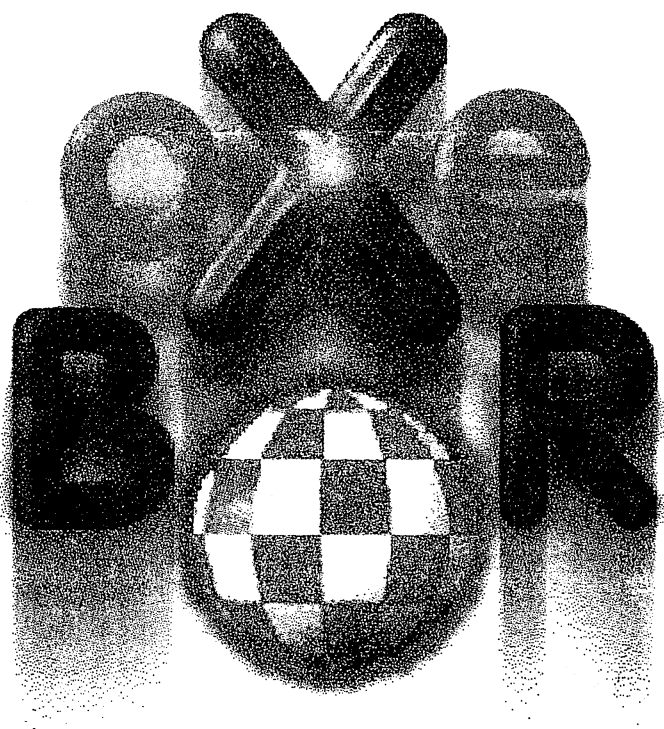
The first clones announced for next year.

The new Amiga clones will be based on the current A1200 specifications, their designers have added new features to improve there speed while maintaining Amiga compati-

bility Index information ltd. will be bringing out the Boxer in the first quarter of "98". Boxer's attempt to bring a newly designed zorro 3 Amiga 1200 based motherboard to the consumer market.

Boxer, the inside story.

Features include Motorola 25Mhz 040 and 75Mhz 060. Supported in single processor socket (depending on dealer specifications), on board 2 Mb CHIP RAM, 4x72 standard simm sockets allowing for up to 2GB FAST RAM, Dual IDE Hard Disk interface, Flash ROM 2MB, 32 bit wide, CD-ROM audio input connector and mixer, keyboard port is standard DIN connector for PC or Amiga keyboard(auto detection), real time clock, using NiCad, fits in any standard PC desktop/tower case, 2x,16-bit active ISA slots, in-line with 4 x zorro 3 slots, Amiga video slots, and genlock slot. Connectors include. 26 pin header printer port, AV-slot bracket for audio, composite and RGB signals, serial port with ten pin header, Joystick and mouse port, IDE - 40 pin (dual) and floppy drive dfo:\dfi:. The Boxer's marketers are promising the newly designed board will improve performance while reducing system cost. See you at the meeting on Tuesday. Lou Simpson



BoXer logo from Index Information Ltd.

Amiga News

@ a glance.

(News on the half shell (CLI))

**The Latest and Greatest
from the WEB !!**

In addition to the news headlines from the web... I found these at the **Amiga Web Directory** under the "NEWS Links" header found at the left hand side of the page, or from **The Informer** online.



Dec 1997/Jan 1998 - Amiga News -

23 Jan 98 - **Vulcan Software Genetic Species Update** - Look for a February release on this long-awaited game. Check out the chance to win one of ten copies being given away on launch day!

23 Jan 98 - **PMP Pro** - The Universal Graphics Desktop Now Available - A new version of the highly acclaimed **Picture Manager Professional (PMP Pro)** has been released.

22 Jan 98 - **Netscape Announces Plans To Make Next-Generation Communicator Source Code Available Free On The Net** - This could mean that within a few months, Netscape may be available for the Amiga.

21 Jan 98 - **Industry Council for Open Amiga (ICOA)** Announces Official Formation - The ICOA is now officially registered as a non-profit organization in the state of South Dakota.

21 Jan 98 - **Paxtron Announces 'Access' - The Ultimate Kiosk System** - Access is a newly licensed Amiga 1200 cloned motherboard specifically designed for kiosks and is 100% Amiga compatible.

14 Jan 98 - **Vaporware Announces AMIRC, Version 2.0 Now Available** - Many new features adorn this popular Internet Relay Chat client plus it's a FREE upgrade for V1.X users.

13 Jan 98 - **Official Quake Announcement from clickBOOM** - This long-awaited press release from clickBOOM announces that the much talked-about Amiga conversion will be rich in features and Amiga flavor.

13 Jan 98 - **Sadeness Software Update About Its Award-Winning onEscape** - The "Game of the Year" continues to rack up the accolades and a new video card patch is now available.

13 Jan 98 - **Paxtron Named Authorized Amiga Service Center** - Paxtron has been named as the first US authorized Amiga service center by Amiga International and promises affordable, fast turnaround.

12 Jan 98 - **GamaSoft Introduces Revolutionary Web Site Management Application** - Amiga webmasters now enjoy a new level of control and command over their sites with WebFTP.

11 Jan 98 - **Amiga 98 Show** Growing, Gaining Worldwide Attention - Popular St. Louis Amiga show expands this year—adds more classes, growing list of exhibitors, door prizes and more. This will be one show not to miss!!

11 Jan 98 - **AmigaZone Offers Free Press Release Posting for Amiga Companies** - Hav Laser provides companies with yet another way to reach Amiga users with news of new products.

09 Jan 98 - **Amiga, Inc. Announces Information Channels for Amiga Users** - Amiga, Inc. will be supplying the Amiga user community with information through CUCUG's **Amiga Web Directory** and NASAU's **User Group Network**.

08 Jan 98 - **HiQ "Alpha Project" White Paper** - HiQ's very ambitious project to create a master system based on the **Digital Alpha** capable of running many OSes, including AmigaDOS.

21 Dec 97 - **AMIGA International, Inc. Increases International Sales** - Amiga International announces a recently completed, large order for A1200s to India.

14 Dec 97 - **Amiga Apache 1.3B3 Web Server Released** - Yes, you can host your own web site using an Amiga. Check out the latest features and capabilities of this premier software package for the Amiga.

The Times

GAMES!! GAMES!! GAMES!!

**Amiga Group just playing
games in January!!**

See inside for SHOCKING Truth!





Official Quake Announcement from clickBOOM!

FOR IMMEDIATE RELEASE

On January 5, 1998 PXL computers and clickBOOM revolutionize the Amiga games market yet one more time -

Quake Amiga is announced.

Original Quake was written for PC by id software.

"Quake is the biggest, baddest bloodiest and most atmospheric 3D action game ever conceived"

- PC Gamer

"The most important PC game ever"

- PC Zone

"Quake looks like no other game and perfectly displays id's trademark fusion of nightmarish art and advanced technology"

- Wired

"The new, radically different graphics engine delivers mesmerizing 3D effects"

- Time

Quake contains the most advanced 3D engine in the world. Moreover, players can connect to any one of several hundred Internet servers from around the world and join fast and furious battles against other users. Not only does Quake give the unbelievable amount of game play with built-in options, it also features the most flexible core ever seen in a video game. This allows Quake users to create Quake "add-ons" (also known as "packs"). Quake add-ons can range from simple new levels and weapons to Quake movies and demos, to "total conversions" that change the way Quake is being played.

Total conversions allow Quake players to take control of James Bond in the MGM's official Tomorrow Never Dies; embark on a dangerous snake expedition in Sony's Anaconda; drive popular racers in Quake Rally; control fighter bombers, tanks, helicopters, boats and other military vehicles in AirQuake; and much, much more.

All of the above options and more are now available on the Amiga. Quake is the first game to allow Amiga users to join the Internet gaming community. Connect to any Quake site and play against any combination of Amiga, PC or Mac users! Plus, Quake Amiga will use any Quake add-on, from freeware to commercial ones. And for those who like one-on-one deathmatches, connect to any Amiga/PC online (modem, cable or network) and gbl.

No skulls - your copy of Quake is identical in options and expandability to the PC version. Naturally, in order to make it more Amiga-like, Quake Amiga contains full locale support, Amiga-style menus, ARX, and the ability to play in a window on any public screen, and much more. A complete list and explanation of each option is impressive, and can be accessed from clickBOOM web site (<http://clickboom.com>).

Various tournaments, competitions, and clans will be organized to transition the Amiga Quakers by clickBOOM and various Amiga magazines. Any Amiga player will be able to join as long as he is a registered user of Quake. A registered user is a person who buys Amiga Quake, fills out the registration card, and mails it back to clickBOOM.

Amiga Quake has entered its final beta testing stage. After it is approved by clickBOOM it will be sent to id software for approval and then to CD duplication and packaging. If all goes according to plan, Quake should be ready on

Feb. 1.

Minimum Amiga required to play Quake is 68020 with FPU, 8Mb of RAM, CD-ROM and 30Mb hard drive.

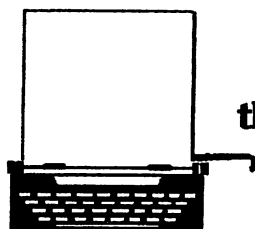
Recommended configuration is 68060, 16Mb RAM, Internet connection.

For more information about Quake please visit <http://clickboom.com/>.

Quake is a trademark of id software. (C) 1996, 1997 id software, Inc. All rights reserved. Amiga conversion (C) 1998 PXL computers and clickBOOM.

Amiga News Index Amiga Web Directory

Champaign-Urbana Computer Users Group / cucug@cucug.org



Notes from the Secretary's Desk

Jan, 1998

ACK!! Gateway 2000.... the Year 2000 gaining on us... The Amiga gaining on us !!!! What a difference a century can make! It seems like a century since the Amiga was a market force in computers.... and only a century ago.... **electricity** was not even a household word !!!! Who would have guessed that within 14 or 15 years (or so) a computer that would become the Amiga would be created.... be cast into limbo for 4-5 years ... and be rejuvenated despite having such a small market share!!

Despite such a "heavy"/ "philosophical" start to this column, this month's meeting is going to be aimed at games!! Unfortunately I have not been able to get any of the BEST examples of the new Amiga game world, ie: **Amiga Quake, Amiga Doom, Genetic Species, Nemac IV**, ...all games that fall into the "shoot everything up" genre!... but also **Amiga Myst, TFX, Foundation, Trapped II**, that fall into the high quality graphics and simulator games. **The Big Red Adventure, Megaballs, Street Racer**, are games that fall into the "due hunt" and more traditional game genre's' (?? how do you properly note that word??). There are other new games like **OnEscape, Capitol Punishment**, that fall into a "flatscreen" side-on games and there also re-makes of old game classics from Atari, Commodore, like **Firewall**, and **Pacman/ Ms. Pacman**. Some of these games came out in time for the Christmas season... I have demos of some of these but I do not have an AGA machine that many of them require so I have not been able to test many of them. I myself cannot wait to see **Myst**, and **Amiga Quake**. I will see about getting demos for these before the Feb meeting !! 8) So let the Games Begin!!!

the scribbler

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OHIO VALLEY AMIGA USERS GROUP

NEWSLETTER

MEETINGS;

LAST TUESDAY OF THE MONTH

ROOM 502 RIEVESCHL HALL

(THIS IS CONNECTED TO THE BIG
CASTLE-LIKE TOWER)

UNIVERSITY OF

CINCINNATI

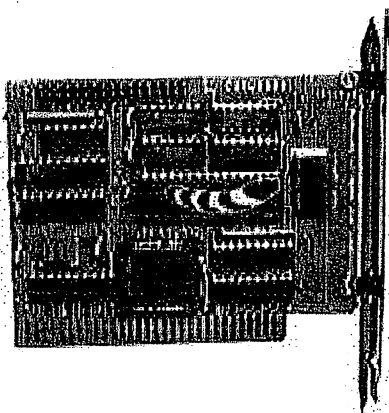
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CONTROLLER

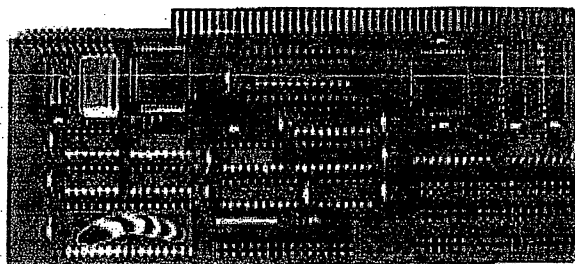
[click here for the latest news](#)

Catweasel Advanced Floppy Controller read and write Amiga, Commodore, MacIntosh, Atari and Sinclair floppies! **Buddha & Idefix IDE controllers** IDE interfaces for Amigas .. with ATAPI Drivers. new! MPG and AHI SOUND CARD



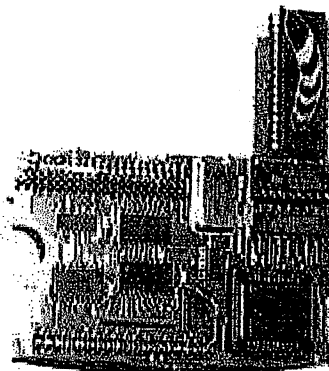
Catweasel ISA card (Windows, DOS and Linux) *uses no*

DMA, and no IRQ!



Zorro board for the Amiga

2000, 3000 and 4000 Catweasel & Buddha combined ("*Buddha alone*" not pictured)



Catweasel Mk. II for the Amiga 1200 and 4000

The *Catweasel* uses standard 3.5inch and 5.25 inch floppy drives and reads the following formats:

These File-systems are supported:

- CBM 1541 (DOS 2A)
- CBM 1571 (DOS 2A), single-sided & double-sided
- Amiga OFS
- Amiga OFS localised
- Amiga FFS
- Amiga FFS localised
- PC FAT12
- PC FAT16
- PC VFAT12
- PC VFAT16

via disk-image file (and therefore also sector by sector)

- CBM 1541, 5.25" single-sided 170 KB
- CBM 1571, 5.25" single-sided 170 KB
- CBM 1571, 5.25" double-sided 341 KB
- CBM 1581, 3.5" double-sided 800 KB
- Amiga, 3.5", double-sided 880 KB
- Amiga, 3.5", double-sided 1760 KB
- Amiga, 5.25", double-sided 880 KB
- Amiga, 5.25", double-sided 1760 KB
- Atari ST, 3.5", double-sided 720 KB
- Atari ST, 3.5", double-sided 800 KB
- Atari ST, 3.5", double-sided 1440 KB
- IBM PC, 3.5", double-sided 720 KB
- IBM PC, 3.5", double-sided 1440 KB
- IBM PC, 5.25", double-sided 360 KB
- IBM PC, 5.25", double-sided 720 KB
- IBM PC, 5.25", double-sided 800 KB
- IBM PC, 5.25", double-sided 1200 KB
- Catweasel-Extra, 3.5", double-sided 1160 KB
- Catweasel-Extra, 3.5", double-sided 2380 KB
- Apple Macintosh, 3.5", single-sided 400 KB
- Apple Macintosh, 3.5", double-sided 720 KB
- Apple Macintosh, 3.5", double-sided 800 KB
- Apple Macintosh, 3.5", double-sided 1440 KB
- Apple IIe, 5.25", single-sided 140 KB

(sector access only) Sinclair QL

(soon:) Atari 800XL (amiga catweasel can, read-only in the moment)

(not yet) Armstrad 3" (please send us a drive and some floppies)

(not yet) 8 inch Floppy (please send us a drive and floppies)

(not yet) Any other Shugart floppy (please send us a drive and floppies)

Currently only the Amiga version can write (most of them) to disk. The PC-ISA Catweasel will be able to write in the future... only a software update is needed!! *It won't be too long now! The software for the PC-ISA Version can handle 4 controllers (8 Floppy Drives!) and uses no DMA and no IRQ!*

The italian manual (thanks to Stefano Grigoletto)

The german installation manual (for the Amiga version)



Ossowski's Schatztruhe Announces Availability of Myst, Shadow of the 3rd Moon and Uropa 2

A couple of new exciting CD-ROM-based Amiga Games have been released or will be released within the next days. Order now to ensure that you'll receive your favourite games before Christmas!

Game	price	- Preis	available	- verfügbar
Myst	US\$57.00	- DM 99,00	12/12/97	- 12.12.97
Shadow of the 3rd Moon	US\$51.00	- DM 89,00	NOW	- ab sofort
Uropa 2	US\$51.00	- DM 89,00	NOW	- ab sofort

Mehrere faszinierende Amiga-Spiele kommen derzeit neu auf den Markt. Bestellen Sie frühzeitig, damit Sie mit einer Lieferung noch vor Weihnachten rechnen können. Insbesondere bei Myst sind Lieferengpässe zu erwarten.

Ordering information:

The most convenient method of placing an order is to use our electronic order form located at <http://www.schatztruhe.de/order.html>. You can also send an E-Mail to stefano@schatztruhe.de including your address and the products you wish to order.

Myst

The best selling game of all times

After a long period of waiting Myst, the mystery adventure, is now available for the Amiga. The game is available completely in english, so package, manual, all menus and the speech are completely in english.

The CyberGraphX version is running in 24Bit mode with 16 million colours.

We apologize, but to the delay of PPC availability, we were unable to have a PPC optimized Myst for this time. An upgrade will be available for download from Aminet.

Myst CD also contains a 14 minute self-contained QuickTime movie "Making of Myst", where authors take you behind the scenes of making of this magnificent game!

Myst uses AHI sound system by Martin Blom. The latest full version is provided on the CD. You do not have to install AHI, Myst will simply utilize it from a CD if it is not already installed on your HD. (although it is not necessary to install it, we recommend you do it for your everyday use, as more and more software uses it).

Further important features of Myst:

- 100% OS friendly
- fully multitasking
- high-res graphics (640x400, 256 colours minimum)

Myst installation program allows you to choose how much data you want to install to hard drive. The more you install to HD, the faster access Myst will have to those files, therefore the faster it will run (this is especially usefull if you have a slow CD or CPU).

Installation possibilities:

- 5Mb will only install the code and AHI
- 40Mb will install all the sounds
- 270Mb installs all the gfx
- 310Mb installs all the gfx+sound

Minimum technical requirements for AGA-Amigas: 68020, CD-ROM drive (2x), 8MB RAM, 5MB free on harddisk.

Minimum technical requirements for Amigas with graphics board (CyberGraphX): 68020, CD-ROM drive (2x), 8MB RAM, 5MB free on harddisk.

Optimum technical requirements for AGA-Amigas:

68060, CD-ROM drive (12x), 16MB RAM, 100MB free on harddisk.

Optimum technical requirements for Amigas with graphics board (CyberGraphX):

68040, CD-ROM drive (12x), 16MB RAM, 100MB free on harddisk.

Program: english

Documentation: english

Published by: ClickBoom, Canada

Shadow of the 3rd Moon

The action flightsimulator

Enter your jet and fight up to 48 missions in fascinating landscapes. Experience fights against intelligent enemies with a high grade of realism in the presentation of all activities.

Short overview:

- High-End Voxelengine based on new 3dTIS routines
- absolute realistic flight-feeling with amazing gameplay
- 6 different campaigns
- up to 48 missions
- digital Soundtrack direct from CD
- realistic fog-, fire-, smoke and watereffects
- fantastic landscape with mountains, rivers and valleys
- Mouse-, Keyboard and Stickcontrol
- advanced enemy intelligence

System requirements:

Amiga with CD-ROM drive, min. 68EC030, min. Kick 3.0, AGA or graphics card (CyberGraphX), 13MB on harddisk, 1MB Chip-RAM, 4MB Fast-RAM.